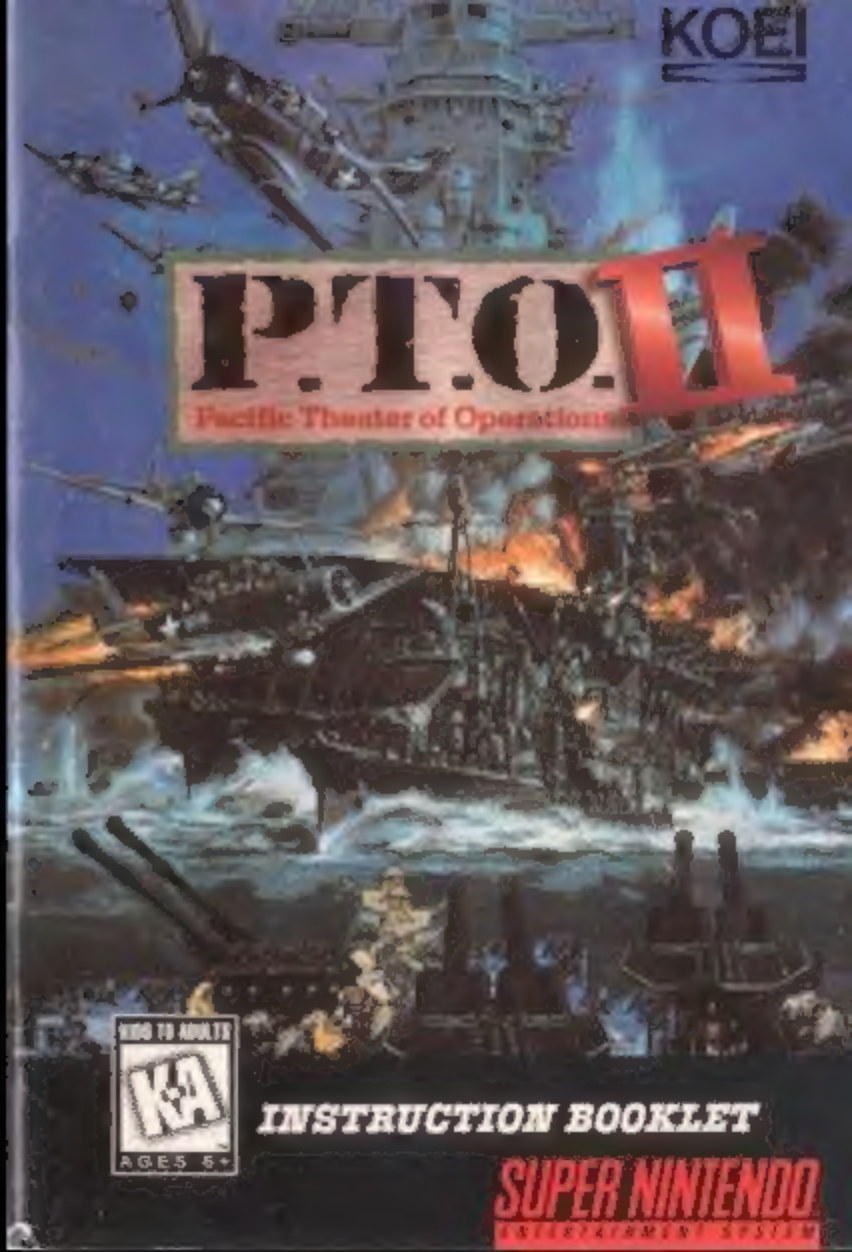
KOEI
P.T.O. II
Pacific Theater of Operations II
KIDS TO ADULTS
K-A
AGES 5+
INSTRUCTION BOOKLET
SUPER NINTENDO

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THE PACIFIC THEATER

The PACIFIC THEATER OF OPERATIONS II is a war simulation game based on the Pacific naval battles fought between the Allies and Japan in World War II. As the Chief of Naval Operations (U.S.A.) or the Chief of Naval Staff (Japan) you have full control of the Navy.

SCENARIOS

The PACIFIC THEATER OF OPERATIONS II has three campaign scenarios and seven short scenarios.

The Day of Infamy	Dec. 8, 1941	Short Scenario
The Brink of War	Nov. 26, 1941	Campaign Scenario
Counter Offensive	May 27, 1942	Campaign Scenario
Approaching V-Day	March 31, 1944	Campaign Scenario
Southern Operation	Dec. 9, 1941	Short Scenario
Battle of Midway	June 4, 1942	Short Scenario
U.S.-Australia Plan	Aug. 7, 1942	Short Scenario
Operation A-GO	May 3, 1944	Short Scenario
Battle at Leyte	Oct. 18, 1944	Short Scenario
The Final Days	Feb. 19, 1945	Short Scenario

Scenario Selection For scenarios in the first half of the game, the Japanese have the advantage, and for scenarios in the second half, the Americans have the advantage.

VICTORY CONDITIONS

Victory conditions vary, according to each scenario. The game is over when either side scores a victory.

CAMPAIGN SCENARIOS

One of the following three conditions must be met to win a Campaign Scenario.

a. Capture the Capital of the enemy country.
b. Reduce the productivity of the enemy country to 0.
c. Achieve a total of over 1800 in base productivity.

SHORT SCENARIOS

Victory is won by achieving the final objective chosen in the beginning of the game within the time limit. Also, if you meet the campaign scenario conditions for victory in any scenario, the game is won.

KEY TO PLAY

STARTING A NEW GAME

1. Make sure the power is turned OFF.
2. Insert the PACIFIC THEATER OF OPERATIONS II game pak.
3. Turn the game system ON.
4. The opening will begin. Push any button to skip to the game set-up.
5. Select NEW GAME.
6. Select a scenario to play. (Press Button B to skip the scenario introduction.)
7. Select which side (U.S.A. or Japan) you will play. Select BOTH SIDES to play a 2 player game, or DEMO GAME to view a demonstration of the game.
8. Select the difficulty level of the game. At the Advanced level, you may adjust the settings for the amount of national income, the production time of a warship, the espionage level, and the Conference difficulty level for the U.S.A. and Japan.
9. Select the game settings (See page 6, Game Settings).
10. Review your game set-up. If everything is OK, select YES to begin the game; otherwise select CANCEL to return to the scenario selection.

OPTIONS

Select OPTION (see page 22, Option) from the Main Commands to save a game, load a saved game, end the game, and change your game settings.

GAME SETTINGS

Messages Adjust the speed of the message display. Fast/Average/Slow

Naval Battles Decide whether you will view naval battles that do not involve your Navy. The SELECT option allows you to decide each time a naval battle is fought. ON/SEL/OFF

Air Battles Decide whether you will view air battles that do not involve your Navy. The SELECT option allows you to decide each time an air battle is fought. ON/SEL/OFF

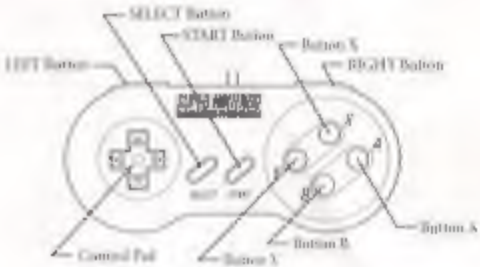
Land Battles Decide whether you will view land battles that do not involve your Navy. ON/OFF

Animation Decide whether you will view animation for events and commands. ON/OFF

Advice Decide whether you will receive advice in the command phases and meetings. ON/OFF

Stereo Sound Listen to the music and sound effects in stereo or mono sound. ON/OFF

THE CONTROLLER



Press	Function
Start Button	• Switch from the Grid Map to the Main Map.
Select Button	• Display the date and weather at the Grid Map. • Display help messages for certain data screens.
Button A	• Select highlighted commands and items. • Answer YES to yes or no questions. • Select a position on the maps.
Button B	• Cancel selections. • Answer NO to yes or no questions. • End the command turn.
Button X	• Switch cursors at the maps.
Left/Right Buttons	• Flip through pages of information.
Control Pad	• Move the map cursors. • Scroll through data screens.

ENTERING NUMBERS

A Number Window will be displayed when a command requires you to enter specific amounts. With the cursor at the far left, press the left arrow key on the Control Pad to display the maximum amount. Press it again to display the minimum. To manually enter numbers, use the left and right arrow keys on the Control Pad to select the unit, and the up and down arrows to increase or decrease the number. To enter the displayed number, press Button A.

SCROLLING DATA

The ■ symbol indicates you may scroll data to view additional information within the same category by pressing on the left and right arrows of the Control Pad.

NAVAL WARFARE

GAME FLOW

The game progresses by repeating a series of turns. A turn is comprised of a Move Phase and a Plan Phase, and one turn equals one day. Game play progresses through Japan Move Phase, US Move Phase, Japan Plan Phase, and US Plan Phase, in which each side alternates commands in each Phase and completes one full turn.

To end your turn, press Button B. Select REST to rest until the specified date. Only the Army and delegated units will execute orders during this time. Press Button B between phases to cancel resting.

MOVE PHASE Orders related to the Navy's movement

PLAN PHASE Orders related to the Navy's strategy.

BATTLE PHASE Combat begins. You attack the enemy, or are attacked by the enemy (See page 38, Battle in the Pacific).

CONFERENCE There is a meeting on the first day of each month (See page 47, Monthly Conference). When the player attends the conference, the game will switch to the Conference Screen, and each topic will be discussed. After the conference, the game progresses to the next turn.

MOBILITY LEVELS (PTO II)

Each unit has a mobility level which enables the unit to carry out orders. Depending on the orders, the consumption of mobility will vary. When a unit has 0 mobility, the unit cannot execute orders until the next turn. Some orders will not be executed until the next Phase, regardless of the remaining mobility. Each units' mobility will be restored by the next turn.

ARMED FORCES

You command all units of the Navy, and cannot issue orders to the Army. The Army moves individually, according to the decisions made at the monthly conference.

COMMANDERS

A commander is the leader of a unit of the Navy or Army. As Chief of the Navy, you may appoint or dismiss commanders of the Navy (See page 19, Personnel). Appointing a commander will increase a unit's combat ability. The higher the rank of the commander, the more effective the results of attack and defense operations. As a commander's Battle Experience levels increase, he will advance in rank.

UNIT TYPES

FLEETS A fleet is comprised of several warships. Fleets play a major role in P.T.O. II and are the main players in combat. Plot your strategy by moving the fleets into position.

AIR FORCES There are three types of air force units: Fleet Air Forces, Navy Base Air Forces, and Army Air Forces. Fleet Air Forces escort its fleet, search for enemy units, and attack enemy bases and fleets. Base Air Forces attack the enemy, patrol areas around the base, and defend the base against an attack. Army Air Forces assist the Army in landing operations and protecting bases.

LAND FORCES There are two types of land forces: the Marines and the Army. Land forces attack enemy land forces, occupy enemy bases and posts, and defend bases. They can be transported by fleet and land at enemy bases for combat.

SUBMARINES Submarines destroy enemy transport ships, attack the enemy fleet, and patrol the seas.

UNIT	Fleets, Submarines, Air Forces	Fleets, Air Forces, Land Forces	Land Forces, Base Air Forces
ROLE	Battle Fleets at Sea	Capture Enemy Bases	Defend Bases

BASES AND POSTS

Occupying bases and posts connected with the home port, will expand your supply routes (See page 12, Supply Routes).

BASES Repair and re-supply your fleets, assign your air forces to an airfield, and station your land forces at your bases.

POSTS Station your land forces at your posts.

CAPITALS AND HOME PORTS

The U.S. and Japan each have one home port and one capital.

HOME PORT The center of action for the Navy from which naval units are deployed. If it becomes occupied by the enemy, you cannot deploy your naval forces.

CAPITAL The center of action for the Army, from which the Army deploys its forces. If it becomes occupied by the enemy, you lose the game.

YOUR RESOURCES

NATIONAL BUDGET

A nation's budget is determined by the sum of its GNP and the productivity of its bases. Allocate your budget for the Navy, Army, Foreign Affairs, Base Upkeep, Technology, and the Government in the monthly conference. The Navy's budget is used to produce weapons and construct bases.

MATERIALS

Materials include fuel, food, and ammunition. The amount of a nation's materials are determined by income from the bases it controls. Allocate materials for the Navy, Army, and nation in the monthly conference. Materials earmarked for the Navy are used to move naval units, re-supply land forces, repair, supply, and construct fleets, and construct base facilities (See page 21, Assets-Materials).

NATURAL RESOURCES

Some bases produce oil and ore, which are valuable resources in a war. The yield of these natural resources differ according to the base, and affects the base's income (See page 21, Assets-Ore and Oil).

SUPPLY ROUTES

Supply routes allow you to transport materials and deploy land forces to your bases. Connect your bases to your home port via supply routes, and money and supplies will be automatically transported from your bases to your home port and capital.

SEVERED SUPPLY ROUTES Bases where supply routes have been severed will flash in the Network screen under the ASSETS-NETWORK command (See page 21).

MAIN SCREENS

MAIN MAP

1. Main Commands
2. Map Cursor
3. Main Map
4. Unit Search

Press Button X to switch cursors in the following order:

Main Map —> Unit Search —> Main Commands —> Main Map···

MOVE THE MAIN MAP CURSOR

Use the Control Pad to move the Main Map cursor. To slow the speed of the cursor, press the Left Button and the Control Pad simultaneously. To move the cursor from base to base, press the Right Button and the Control Pad simultaneously.

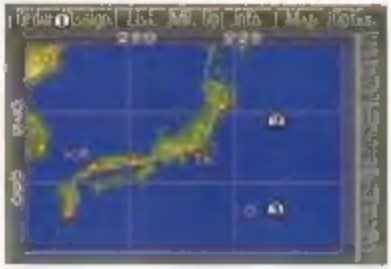
UNIT SEARCH

Select a unit from the Unit Search to display the units' numbers. Units with delegated orders will be displayed in light blue for the U.S. and in orange for Japan. Units experiencing problems with delegated orders will be displayed in yellow. All other units will be displayed in blue for the U.S. and in red for Japan. Select a number to view the unit's data. Press Button A to command that unit. Press Button B to select a different unit.

SWITCH TO THE GRID MAP

Press Button A when the map cursor is displayed on the Main Map to switch to the Grid Map.

GRID MAP



1. Main Commands
2. Grid Map
3. Grid Map Cursor

Press Button X to switch cursors in the following order:

Grid Map —> Main Commands —> Grid Map —> Main Commands...

MOVE THE GRID MAP CURSOR

Use the Control Pad to move the Grid Map cursor. To order fleets at sea, move the map cursor to a fleet and press Button A. To order fleets at port, land forces, and bases, move the map cursor to a base or post and press Button A.

Press Button Y and the Control Pad simultaneously to scroll the Grid Map in the selected direction.

GRID MAP MARKERS

BASE/POST MARKERS

The base and post markers displayed on the Grid Map indicate the following:

Japanese Base	U.S. Base	Neutral Base
Japanese Post	U.S. Post	Neutral Post

FLEET MARKERS

The fleet markers displayed on the Grid Map indicate the following:

	Fleet with Carrier	Fleet without Carrier	Submarine
U.S.A.			
Japan			

The color of the fleet marker indicates which nation it sides with, and its remaining mobility. The number below the fleet marker is the number of that fleet.

Fleet with mobility

Fleet with no mobility

WEATHER CONDITIONS

Press the Select Button to display the date and weather conditions at the Grid Map. The weather affects the movements of your fleets and air forces. It is difficult to search for enemy units in harsh weather conditions.

Sunny
Good reconnaissance conditions.

Cloudy
Poor reconnaissance conditions.

Rain
Air forces cannot take off.

Snow
Air forces cannot take off.

Fog
Air forces cannot take off

Storm
Air forces cannot take off and fleets cannot move.

SWITCH TO THE MAIN MAP

Press the Start Button, or select MAP from the Main Commands to switch to the Main Map.

COMMANDING YOUR NAVY

The P.T.O. II game commands are listed as follows.

COMMAND (ABBREVIATION) (PHASE) REQUIRED MOBILITY

NOTE: The * symbol indicates that once the unit executes the command, it will not be able to carry out other commands until the next Move/Plan Phase.

MAIN COMMANDS

The following commands are available at the Main Map and Grid Map. You may issue Main Commands in the Move and Plan Phases, except for the ASSIGN command.

ORDER

Delegate orders to your fleets, submarines, base air forces, and Marines. Units will attend to their orders until they are accomplished, new orders are given, or the orders are canceled. Press the Select Button when an order is highlighted to view an explanation of that order.

1. Select a unit to order. Units with delegated orders will be displayed in light blue for the U.S., and in orange for the Japanese. Units experiencing problems with an order will be displayed in yellow.
2. A list of orders will be displayed according to the type of unit. Select an order for the unit. Press the Select Button to view an explanation of the order.
3. Verify your orders on the document. Select SEND to execute your orders.

The following is a summary of the orders available for each unit.

FLEET	Move, Supply, Engage, Strike, Shell, Land, Patrol, Attack, Anti-Sub
SUBMARINE	Port, Sabotage, Patrol, Attack
BASE AIR FORCES	Patrol, Attack, Defend
LAND FORCES	Occupy, Defend

ASSIGN

The ASSIGN command is available only in the Move Phase. Assign ships, aircraft, and Marines to your existing units, or create new units. You will not be able to give orders to a new unit until your next turn.

FLEET

You may assign up to 8 ships (excluding transport ships) per fleet.

1. Select a fleet at the home port or a new fleet to which you will assign ships.
2. From the list of reserve ships, select the type of ship you will assign to the fleet. If you select a ship from the fleet, that ship will become a reserve ship.
3. Select YES to execute your orders.

BASE AIR FORCES (BASE A.F.)

You may assign up to 4 air force units per Navy base airfield. You cannot assign air force units to bases that are not linked to the home port.

1. Select a base to which you will assign an air force unit.
2. A list of the base's air forces will be displayed. Select a unit to which you will assign more aircraft, or select an open space to assign a new air force unit. If you choose to assign a new air force unit, a list of reserve aircraft will be displayed. Select which aircraft you will assign to the new unit.
3. Enter the number of aircraft you will assign.
4. Select YES to execute your orders.

MARINES

Assign Marines to your home port. Marines will be automatically deployed from the Navy reserves. You may assign up to 4 Marine divisions to your home port.

LIST

FLEET

View information on your fleets. Fleets with delegated orders will be displayed in light blue for the American side and in orange for the Japanese. Fleets experiencing problems with orders will be displayed in yellow. To order a fleet, select one from the list.

Navy Air Forces (Navy A.F.)

View information on the Navy's base air forces. To order an air force unit, select one from the list.

Marines

View information on the Navy's land forces. To order a division, select one from the list.

Submarine

View information on your submarines. To order a submarine, select one from the list.

Base

View information on all bases. Bases engaged in battle will be displayed in red. Select a base from the list to view detailed information at the Grid Map. To order a base, select one from the list.

Post

View information on all posts. Posts engaged in battle will be displayed in red. Select a post from the list to view detailed information at the Grid Map.

Army

Division

View information on the Army's land forces.

Air Force

View information on the Army's air forces.

Military Operations (Mil. Ops.)

Goals

Your victory conditions, missions, and the enemy's goals will be displayed. To know the enemy's goals, you must develop a cryptograph which will decipher the enemy's code.

Intelligence (Intel)

Enemy Fleet

The number of enemy carriers, battleships, destroyers, and cruisers will be displayed. If your spy technology level is low, the numbers may be incorrect, or not displayed.

Spy Report

The port log of an enemy base will be displayed. A spy must have successfully infiltrated the base to obtain the information.

Sightings

When a base or fleet detects an enemy fleet, a sighting number, fleet number, date, and composition of the fleet will be recorded. The SIGHTING command displays this information. Detected fleets will [illegible] in the Main Map when you select the sighting number from the Unit Search. Press the Select Button to mark that location (See below: Mark).

Mark

Mark important locations on the Main Map. You may mark up to 3 locations. Press the left and right arrow keys [illegible] Pad [illegible] displaying the marked location by name [illegible] and [illegible] The main cursor will jump to marked locations when delegating orders to your [illegible].

Personnel

Navy

View a list of your Navy officers. Select an officer from the list to appoint as a commander of a unit. Select a commander of a unit to dismiss the officer of his command. The ranks of Navy officers, in order to higher are: Real Admiral (RAdm) → Vice Admiral (VAdm) → Admiral (Adm) → Fleet Admiral (FAdm). An officer's Sea Battle Experience (Sea) is determined by the amount of experience in naval battles and Air Battle Experience (Air) by air battles.

Army

View a list of Army officers. The ranks of Army officers from lower to higher are Major General (MGen) > Lieutenant General (LtGen) > General (Gen) > General of the Army (GenA). An officer's Land Battle Experience (Land) is determined by the amount of experience in land battles.

INFORMATION (INFO)

WARSHIPS

In Service

View information on your warships currently in service.

Being Built

View information on your ships or submarines currently in production.

Sunk

View information on ships that sunk within the current month.

In Reserve

View information on your unassigned ships.

ARMAMENTS

Ship Class/Aircraft/Tank/Submarine

View information on the ship classes, aircraft, tanks, and submarines from the U.S., Japan, and other countries.

New Arms

View information on your newly developed weapons.

NATION

Data

View information on the national GNP, technology levels, base maintenance costs, and foreign budgets of the U.S. and Japan. Select the GNP or one of the technology levels to view a bar graph representing the changes over time.

Navy/Army

View information on the Navy or Army reserves.

Politics

View information on other nations' relations with the U.S. and Japan, Support Levels, and foreign policies.

ASSETS

This command can only be accessed from the Main Map.

NETWORK (NET)

View the network of supply routes connecting bases and ports.

US base | Japan base | Neutral base

Flashing squares indicate that the supply routes connecting those bases to the home port have been severed.

IYR

View the yield for ore at the bases.

Small | Medium | Large

OIL

View the yield for oil at the bases.

Small | Medium | Large

MATERIALS (MAT'L)

View the amount of the Navy's materials at each base.

1–2,000 | 2,001–20,000 | 20,001–60,000

NAVY/ARMY

View the Power level of Navy, Army, and forces stationed at the bases. The maximum Power level of a land force division is 100, and up to 4 divisions may be stationed per base.

MAP

This command is available only at the Grid Map, and will switch the screen to the Main Map.

SAVE

Save your current game. Saving a game will erase any previously saved game.

LOAD

Load a saved game.

QUIT

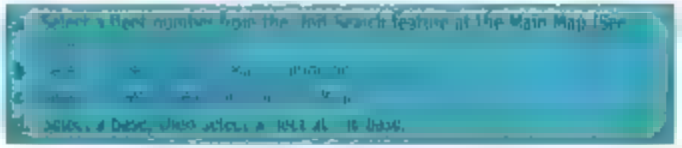
Quit playing the game. You have the option to watch as the computer controls the rest of the game, or to start from the beginning.

SET-UP

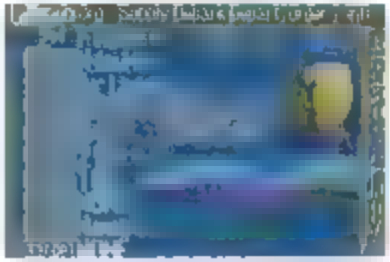
Adjust your game settings (See page 6, Game Settings).

FLEET COMMANDS

The following explains how to select a fleet to command.



FLEET SCREEN



1. Fleet Commands
2. Fleet Name
3. Current Mobility, Maximum Mobility
4. Fleet Commands
5. Fleet Data

Fuel

Land Force Units

FLEET AT SEA

The following commands are available to your fleets at sea.

MAIN (MOVEMENT ON MAP)

Move your fleet on the map. Every 100 km at sea, the fleet consumes 1 Mobility point. To return to port, select a base as your target.

1. The fleet's moving range will be displayed at the Grid Map, according to the Mobility level. Select a target to which the fleet will move. You may not move through land.
2. Depending on the remaining Mobility, you may select another target. As Mobility allows, you may repeat these steps up to 5 times. To stop sailing with Mobility remaining, press Button X and select COURSE.

3. When you have sailed to the maximum of your Mobility or you have mapped a course 5 times, select YES to set sail.

The following attacking ranges differ according to the maximum cruising range of the fleet aircraft. Consider these ranges when moving your fleet. To view the ranges, press Button X and select one of the following:

Gun Range (Gun Rng)

The fleet's range for an attack with its guns.

Air Range (Air Rng)

The fleet's range for an air strike.

Organize (Only Move Phase 4)

This command normally requires 4 Mobility points, but for a fleet whose maximum Mobility is less than 4, the command may be carried out if the fleet has not consumed any Mobility points.

Formation

Change the formation and/or the positions of the fleet's ships. The following is a list of the different types of formations.

Circular	Ships form a semi-circle with the flagship at the center.
Vertical	Ships form a vertical line with the flagship in the lead.
Double	Ships form two vertical lines with the flagship in the lead of one line.
Horizontal	Ships form a horizontal line with the flagship at the center.
Diagonal	Ships form two left- to right-diagonal lines starting from the flagship.

Follow the steps below to change the formation of your fleet and the positions of the ships.

1. Use the L/R Button and select a formation.
2. To change the positions of the fleet's ships, select a warship. The ship's name will be displayed in yellow. Select another warship and the two ships will exchange positions, or select an open space and the ship will move to that position.
3. Repeat steps 1 and 2, until you are satisfied with the formation of your fleet and select YES.

Scuttle

Scuttle a ship that is outdated or damaged beyond repair. You may not scuttle a flagship when the fleet is at sea.

Fleet

Exchange ships among your fleets.

1. Select a fleet with which you will exchange ships from the Grid Map. If you select your own fleet, you may divide it to make two fleets.
2. Select which ships you will exchange. Select an open space to move a ship to that space.
3. Repeat steps 1 and 2 until you are satisfied with the organization of your fleets, then select YES.
4. Decide the number of transport ships for Group 1 and Group 2 of each fleet.
5. Allot fuel for each fleet, then select YES to execute your orders.

Fleet Air Forces (Fleet A.F.)

Exchange air forces among your fleets.

1. Select a carrier whose air forces you will exchange.
2. Select another carrier from the same fleet or use the Control Pad to scroll data and select a carrier from a different fleet.
3. The air force units of each carrier will be displayed. Select which units will be exchanged with one another. When the units are of the same type (i.e. all you must choose whether to exchange fighters or bombers) and the number of aircraft when exchanging a select number of aircraft you may not exceed the maximum capacity of the carrier.
4. Select YES when you are finished exchanging air forces and return to the screen in step 1. You may select other carriers to exchange air forces or select NO to execute your orders.

The following markers indicate the type of aircraft:

Fleet Fighter (FF)

Fleet Bomber (FB)

Fleet Attack (FA)

Land Fighter (LF)

Land Attack (LA)

Strategic Bomber (SB)

Escort Move Phase 2

Once your aircraft complete their flight. At the end of their flight phase, they will return to the carrier. Escorts will defend their fleet against an enemy attack.

1. Select the carrier from which you will deploy escorts.
2. A list of air forces aboard the carrier will be displayed. Select an air force. The selected air force will be displayed in red. You may select an unlimited number of air forces.
3. Select ENTER to send out the escorts.
4. You will return to the list of carriers. You may deploy more escorts from other carriers by repeating steps 1–3. When you are finished, select YES to execute your orders.

Search Plan Phase 1

Send out the patrol craft aboard your carriers to search the surrounding seas for enemy fleets.

Shell Plan Phase 1*

Attack an enemy fleet with your guns. After the Plan Phase you will enter a naval battle.

Day

Wage a gun attack in daylight. You may not attack at night after you launch an attack in daylight.

Night

Wage a gun attack at night. Your rate of successful hits will decrease compared to an attack in daylight. Enemy ships will not spot you, however, does not change whether you attack at night or during the day.

Fleet

Attack an enemy fleet at sea.

1. The range of your gun attack will be displayed. Select an enemy fleet within your range.
2. After the Plan Phase you will enter a naval battle. See page 38, Naval Battles.

Base

Attack an enemy base or enemy land force.

1. Your gun attack range will be displayed. Select an enemy base or land where enemy land forces are stationed. Bases that are in allied hands and have no harbors may not be attacked, even if they are within your range.
2. You may attack the base and those on an enemy fleet at the base. A docked fleet will not be able to counterattack.
3. Select ENTER to execute your order. After the Plan Phase you will enter a naval battle. (See page 38, Naval Battles.)

STRIKE (PLAN PHASE) 1*

Launch an air strike against the enemy. You cannot launch an air strike without fleet air forces. Your air strike range depends on the operating range of your air forces. If an enemy fleet is escorted by its air forces, an air battle will begin. If the number of your air forces exceed the enemy's escorts, you may strike the enemy fleet after the air battle.

FLEET

1. Your air strike range will be displayed. Select an enemy fleet within your range.
2. A list of your fleet's carriers will be displayed. Select the carrier from which you will launch the air strike. Select ALL to send out all available air forces. (Go to step 4.)
3. The carrier's air forces will be displayed. Air forces displayed in red are your escorts. Select which air forces will attack the enemy fleet. Your selections will be displayed in yellow.
4. Select ENTER.
5. Follow steps 2–4 to select more air forces from other carriers.

Select ENTER to execute your orders. After the Plan Phase, you will enter an air battle (See page 41, Air Battles).

BASE

Your air strike range will be displayed. Select an enemy base from within the range. If there are enemy land forces stationed at a port within your range, you may also select that port.

2. Follow steps 2–5 in the Fleet at Sea, STRIKE FLEET command.
3. You may target the base facilities, or the enemy fleet at the base. A docked fleet will not be able to counterattack.

[illegible]

Re-arm your aircraft's weapons.

1. A list of your fleet's carriers will be displayed. Select the carrier whose air forces you will re-arm.
2. The carrier's air forces will be displayed. Select which air force you will re-arm.
3. The arms of the air force unit will change in the order of Guns (G), Bombs (B) and Torpedoes (T), each time you press Button A.
4. Select ENTER when you are satisfied with the arms of your aircraft.
5. Repeat steps 1–4 to re-arm other air force units.
6. Select YES to execute your orders.

ORDER/CANCEL BOTH 0

Delegate orders to your fleets. See page 56. Order or cancel previous orders.

INFO BOTH 0

Information on your fleet will be displayed.

Fleet Info Screen

Warship Info Screen

Press the Select Button at the Fleet Info Screen to change the name of the fleet. You may select a name from the list provided or you may enter an original name by selecting CANCEL, or pressing Button B.

Select a ship from the Warship Info Screen to view information on the ships in your fleet. If you select a carrier, press the A/B Buttons to view the air force units aboard the carrier.

FLEET AT PORT

The following commands are available to your fleets at port.

FIX MOVE PHASE MAXIMUM

Dry dock your ship to repair damages or equip weapons.

QUICK

Repair one damaged area of the ship in a short period of time

TOTAL

Repair all damages to a ship

Follow these steps to execute a QUICK or TOTAL fix to your ship

1. A list of your ships at port will be displayed. Select which ship you will repair.
2. Select QUICK or TOTAL. If you select QUICK, you must select which damaged area you will repair.

   The number of days it will take to repair the ship will be displayed. Select YES or NO.
3. Repeat steps 1 and 2 to repair other ships at port. Select YES to execute your orders.

EQUIP

You may equip your ships with new weapons when they have been developed. See page 20, New Arms.

1. A list of your ships at port will be displayed. Select which ship you will equip with new weapons.
2. Select the EQUIP command.

   Select which weapons you will add to your ship. You may also remove weapons as you wish. Once a ship is equipped with the weapons, it cannot be removed. When you equip a ship with rockets, it will not be able to attack with torpedoes.
4. The number of days it will take to equip the weapons will be displayed. Select ENTER.
5. Repeat steps 1 and 2 to equip other ships. Select YES to execute your orders.

ORGANIZE (ORG) MOVE PHASE MAXIMUM

Organize your fleets at port. You may exchange ships and aircraft with those stationed at the base or other fleets at port.

FORMATION/FLEET/FLEET A.F.

These commands are the same as the Fleet at Sea ORGANIZE FORMATION/FLEET/FLEET A.F. commands. See page 24, ORGANIZE fleets at port. You may also exchange aircraft among your base air forces and fleet air forces.

SCUTTLE

For fleets at port, you may scuttle a ship in your fleet in order to help the flagship. If you scuttle your flagship, the next ship in your fleet will be designated the new flagship. If you scuttle your last ship, the fleet will be disbanded. In addition to the maximum 4 aircraft carrier units, you may have additional aircraft carrier units if ships of the fleet terminates in Sasebo.

BASE AIR FORCES (BASE A.F.)

Exchange air force units with the base.

1. A list of your fleets at port will be displayed. Select the fleet whose air forces you will exchange.
2. Your fleet air forces and base air forces will be displayed. Select which units you will exchange. The selected units will be displayed in yellow.
4. The air forces will exchange locations when you select the second unit. When the exchange is complete, you may not exceed the number of air units the carrier can carry.

SUPPLY MOVE PHASE MAXIMUM

Supply your fleets at port with fuel or aircraft.

FUEL

Select Fuel to supply fuel to your fleet at port. TRANSPORT 2 to add 1 transport ships to the transport group. There is a maximum of 4 transport ships per group.

AIRCRAFT

Supply your fleet with aircraft. Follow steps 2-4 in the Main Command ASSIGN BASE A.F. on page 17.

DEBARK (MOVE PHASE) MAXIMUM

Order the land forces aboard your ships to debark. A maximum of 4 land force units may be stationed at a base. The land forces may not debark if the maximum has been reached.

DEPART (MOVE PHASE) 1*

Order your fleet to shore off and set sail. Follow the steps in the Fleet at Sea: SAIL command (See page 23).

ORDER/CANCEL BOTH: 0

Delegate orders to your fleets (See page 26 Order) or cancel previous orders.

INFO BOTH 0

Information on your fleet will be displayed (See page 29, Info).

BASE COMMANDS

The following explains how to select a base to command.

a. Select a base from the Grid Map (US base, Japanese base)
b. Select LAST BASE from the Main commands, and then select a base from the list

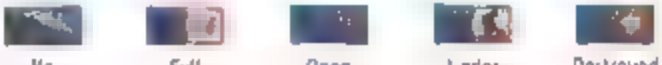
BASE SCREEN

1. Base Commands
2. Base Data
3. Harbors and Docks
4. Airfields

Yield for oil and ore

NOTE: Press the L / R Buttons to view the Grid Map of the area surrounding the base.

STATUS OF HARBORS



BASE SCREEN COMMANDS

FLEET

Access the Fleet at Port Commands (See page 29, Fleet at Port).

AIR FORCES (A.F.)

Access the Base Air Force Commands (See page 34, Base Air Force Commands).

LAND FORCES (L.F.)

Access the Land Force Commands (See page 36, Land Force Commands).

BASES

The following commands help maintain the operation of your bases.

TRANSPORT [MOVE PHASE]

Transport materials from the Navy's reserve to the base. Enter the number of transport ships and the amount of materials for the base. The number of ships will be able to send the materials will be displayed. You may not transport more materials until the current shipment is completed. Press the Select Button to view information on the use of base transports.

HARBOR [MOVE PHASE]

Build harbors at your base as the base's budget, supplies, and occupancy allows. You may build a maximum of 5 harbors per base. The combined total of your harbors and docks at one base may not exceed 8. It will take 1 month to build a harbor. You can not build a harbor in the same month that you have built a dock.

DOCK [MOVE PHASE]

Modify your harbors to build docks as the base's budget, supplies, and occupancy allows. Repair your damaged warships at the dock. You may build a maximum of 4 docks per base. It will take 1 month to build a dock. You may not build a dock in the same month that you have built a harbor.

AIRFIELD [MOVE PHASE]

Build airfields at your base as the base's budget, supplies, and occupancy allow. You may build up to 2 airfields per base. You cannot build more than 1 airfield in the same month.

LAY MINES/MINE SWEEP [MOVE PHASE]

Lay mines at your base to protect your transport ships against a submarine attack. Keep in mind that your own submarines will not be able to enter the base harbor after you lay mines. You may remove mines with the MINE SWEEP command.

BASE AIR FORCE COMMANDS

The following commands are available to your Navy base air forces. You cannot issue orders to the Army's air forces.

ESCORT MOVE PHASE 2

Order your base air forces to take off and prepare for an enemy attack on the base. Follow the steps in the Fleet at Sea ESCORT command (See page 26, ESCORT).

RE-ARM BOTH 1

Re-arm your aircrafts' weapons.

1. A list of your base air forces will be displayed. Select which air force you want to arm.
2. The ammo type to re-arm will change in the order of Guns (G), Bombs (B) and Torpedoes (T), each time you press Button A.
3. Select YES when you are satisfied with the aircrafts' arms.

ASSIGN MOVE PHASE 4*

Assign aircraft to your base air forces. Follow the steps of the ASSIGN BASE AIR command (See page 17, Assign).

ORGANIZE (ORG) MOVE PHASE 4*

Exchange air force units among your bases.

1. A list of the bases available to exchange air forces will be displayed. Select a base from the list.
2. The air force units at each base will be displayed. Select which units you will exchange. Your air force units will be displayed in yellow. When you select the second unit, the two air force units will automatically exchange positions.
3. Select YES to execute your commands.

SEARCH PLAN PHASE 1

Order your base air forces to search for enemy fleets in the surrounding seas.

STRIKE (PLAN PHASE) 1*

Make an air strike with your base air forces. Follow the steps for the Fleet at Sea STRIKE command (See page 28, Strike).

ORDER/CANCEL (BOTH) 0

Delegate orders to your base air forces. See page 16, Orders, or cancel previous orders.

INFO / BOTH 0

Display information on your base air forces. Use the left and right arrow keys on the Control Pad to scroll data.

LAND FORCE COMMANDS

1. Land Force Commands
2. Land Force Name

The following commands are available to your land forces. A land force unit may execute 1 command per turn.

MOVE / MOVE PHASE / 1

Move your land forces to another base or port.

The bases and ports to which you may move will be displayed. Select a base or port.

2. Select YES to move or CANCEL to choose another location.

BOARD / MOVE PHASE / 1

Order your land forces to board a fleet at port.

A list of available fleets will be displayed. Select which fleet you will board.

2. Select YES to board the fleet. A unit with a Power level of 25 requires 1 transport. Your land forces may not board the fleet if there are not enough transports.

ATTACK / PLAN PHASE / 1

Attack an enemy land force unit at a base or port. See page 42 and Battles.

ORDER/CANCEL / BOTH / 0

Delegate orders to a land forces (See page 16, Order), or cancel previous orders.

SUBMARINE COMMANDS

ORDER / CANCEL / BOTH / 0

Delegate orders to your submarines. See page 16, Order. Order or cancel previous orders.

NOTE: If you order a submarine to MOVE to a base with a dock, any damages will immediately be repaired.

BATTLE IN THE PACIFIC

A battle occurs when you wage an attack on the enemy, or an enemy [illegible] attacks you. Battles begin after the Plan Phases for both the U.S. and Japanese sides are completed. In [illegible], there are three different battle modes: naval battles, air battles, and land battles.

NAVAL BATTLES

Naval battles occur in the following situations:

Your Fleet	vs	Fleet at sea/Submarine
Your Fleet	vs	Enemy base/fleet at port
Your Fleet	vs	Land forces at a base or post

Your fleet will be automatically positioned at the start of a naval battle.

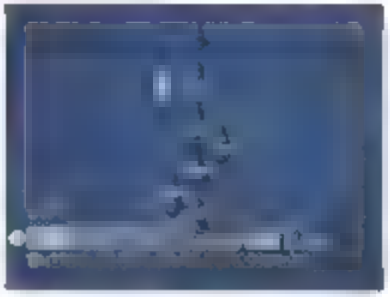
END OF A BATTLE

A naval battle ends when one of the following conditions are met:

a. A fleet (or other unit) from either side is completely destroyed.
b. All [illegible]
c. Each side completes 10 turns.

NOTE: To retreat from a naval battle move opposite of where you were positioned at the start of the battle.

NAVAL BATTLE SCREEN



1. Fleet
2. Fleet/Warship Commands (See page 23)

ZOOM FEATURE

When selecting a warship to command, press the [illegible] Buttons to get a broader view of the surrounding area. Press the [illegible] Buttons again to zoom in and return to the previous view.

NAVAL BATTLE MARKERS

WARSHIPS

Warships will have the following codes to represent the types of ships. Ships that are awaiting orders are displayed in white, and ships that have completed their orders are displayed in gray.

DBB	Dreadnought Battleship	BB	Battleship	CV	Aircraft Carrier
CVL	Light Carrier	CA	Heavy Cruiser	CL	Light Cruiser
DD	Destroyer	AP	Transport	SS	Submarine

BASE FACILITIES

Move the cursor to a base facility to view the name of the facility or land force.

Land Forces | Navy Storage | Army Storage | Factory | Airfield

WARSHIP DAMAGE

The following describes the type of damage your warships may incur in battle.

LOCATION	REPAIR	DAMAGE
Deck	X	The damage may be minimal or significant. When the strength of any part of the deck becomes 0, the ship will sink.
Bridge / Directional	X	The commander may die or radar weapons may be destroyed.
Rudder	X	The ship will only be capable of moving forward.
Engine	X	The speed of the ship will decrease. When the maximum usable speed becomes 0, the ship will sink.
Artillery / Gunfire	X	The ship will be incapable of attacking with its main guns and anti-aircraft guns.
Torpedo Tubes	X	The ship will be incapable of a torpedo attack.
Main Guns	X	The attacking strength of the ship's main guns will decrease. If it becomes 0, the ship will sink.
Anti-aircraft Guns	X	The attacking strength of the ship's anti-aircraft guns will decrease. If it becomes 0, the ship will sink.
Fire	O	The strength of the ship's armor will continue to decrease until the fire is extinguished. The amount of damage depends on the weather and the experience level of the ship's crew.
Hangar	X	The number of the carrier's aircraft will decrease.
Ballast Tanks	O	The submarine will be unable to submerge.
Cracks in the Armor	O	The submarine will be unable to submerge. Depending on the situation, it may sink.

○ = Capable of fully repairing damage at sea.

△ = Capable of repairing damage so that ship may recover up to half of its maximum speed.

✕ = Damages cannot be repaired at sea. You must return to port and dry dock the ship.

NOTE: Damages are repaired at sea automatically with each turn.

AIR BATTLES

Air battles occur in the following situations:

Your A.F.	vs.	Fleet at sea
Your A.F.	vs.	Enemy base/fleet at port
Your A.F.	vs.	Land forces at a base or post

Data on your air forces will be displayed when the battle begins.

END OF THE BATTLE

An air battle ends when one of the following conditions are met:

- All air forces have waged an attack.
- The enemy forces are completely destroyed.

AIR BATTLE SCREEN

1. Targets
2. Air Force Data
3. Air Battle Commands (See page 46)

AIR BATTLE MARKERS

The following markers are displayed in an air battle

Dreadnought Battleship | Battleship | Carrier/Light Carrier

Cruiser | Destroyer | Transport Ship

LAND BATTLES

A land battle occurs when two opposing land forces and/or air forces units battle against each other. Land battles are controlled by the computer and you cannot issue commands for that battle. A land battle ends when each side has completed a series of battle turns.

OCCUPYING BASES/POSTS

Only land forces are capable of occupying a base or post. A base or post will be occupied when it is attacked and both of the following conditions are met:

a. Your land forces are at the base or post.
b. There are no enemy land forces at the base or post.

When you occupy a base linked to your home port, you will obtain money and materials from that base. Bases occupied by the Marines will become a Navy base, and bases occupied by the Army will become an Army base.

BATTLE COMMANDS

NAVAL BATTLE COMMANDS

Press Button B to switch modes from commanding your entire fleet to commanding each warship in the fleet. When commanding each warship, move the cursor to a warship to view its information and press Button A to select it.

FLEET BATTLE COMMANDS

The following commands are available to direct your entire fleet in battle.

ORDER

Delegate orders to your fleet.

ORDER

Delegate control of your entire fleet. The actions of the fleet will vary depending on the situation.

TARGET

Select a target for your fleet's attack. Choose from enemy warships, base activities, or land forces.

RETREAT

Retreat from the battle.

LAND

Order your Marines to land at the base. This command will not be displayed if you don't have any landing forces aboard your fleet.

INFO

View information on your warships in battle.

OPTION

Review or change your options for the message display speed and animation of coming battles.

WARSHIP BATTLE COMMANDS

The following commands are available to direct each of your warships in battle

MOVE

Move your warships. Select a position within the displayed shooting range of the warship. After moving the ship, decide whether or not to attack

TURN

Change the direction of the warship. After changing directions, decide whether or not to attack

ATTACK

Attack an enemy warship, land force, or base facility

If your cruisers or destroyers are equipped with torpedoes, you may attack with guns or torpedoes. Only the port or starboard side of a ship may be attacked by torpedoes. When a warship equipped with torpedoes attacks an enemy submarine, depth charges will be dropped

If your ship is equipped with rockets and you are attacking a base facility or land force unit, you may attack with guns or rockets

The number of your remaining torpedoes or rockets will be displayed in the Warship Info Screen (See page 29, Info). You may re-supply your torpedoes and rockets at a base with the SUPPLY command

The following table lists the shooting ranges of your armaments

Dreadnought Battleship	9	Battleship		[illegible]	
Light Carrier	7	Heavy Cruiser	8	[illegible]	5
Destroyer	4	[illegible]	5	[illegible]	
Land Forces	6	Rocket			

INFO

View information on your warships in battle

ORDER

Delegate orders to your warships to attack a selected TARGET, MOVE to a specified position, RETREAT from battle, or LAND the landing forces

LAND

You may order a landing operation when you are attacking a base or port and have land forces aboard your transport ships. If there are no enemy land forces at the base or port, you successfully occupy the area. If enemy land forces are stationed at the base or port, you may attack with your land forces the day after the navy battle is over by selecting ATTACK from your Land Force Commands. See page 16, Land Force Commands: Attack

1. Move your transport ships close to shore
2. Select LAND from the Battle Commands

RETREAT

Retreat your warships from the battle by moving to a position where you were stationed at the start of the battle and selecting RETREAT from the Battle Commands

MARINE BATTLE COMMANDS

When an enemy fleet attacks a base where your Marines are stationed, you may give orders to your Marines

AUTO

Delegate control to your Marines for the entire battle

TARGET

Select a target for your Marines to attack

AIR BATTLE COMMANDS

The following commands are available in an air battle

Order

Delegate control to your air forces for the entire battle

Target

Choose whether to target an enemy warship or base facility. Your air forces will decide which specific warship or base facility it will attack

Race

Give orders to each air force unit separately. Attack an enemy warship, base facility or land force. Press button B to command a unit to rest

1. Select a target from the Air Battle Screen. Press Button X to resume commanding air forces
2. Data on the enemy warship, base facility, or land force will be displayed when you select a target. The method of attack will depend on the type of the aircraft. You can not attack with torpedoes when another warship is in front of your target
3. Select ENTER to commence the attack

Wait

Cancel the attack and wait for a better opportunity

Info

View information on your airforces in battle

MONTHLY CONFERENCE

The conference begins on the first day of each month. You attend conferences as the representative of the Navy.

The conference proceeds in the style of a card game. Each player interacts with the other members of the conference to discuss the topics. Fifteen minutes are allotted to discuss each topic. The game advances one minute for each card used by the members. Some cards may lengthen or shorten the time of the conference.

YOUR ATTENDANCE

On the first day of each month, you will be summoned to attend the conference. Select YES to attend the conference and CANCEL to be counted absent. If you are absent from a conference all topics except for Weapon Production and Espionage will be decided without your vote.

CONFERENCE SCREEN

1. Leader
2. Secretary
3. Exit
4. Cards

Use the Control Pad to move the cursor and press Button A to select a card. Press Button X during the meeting to view other members' suggestions, decisions made on discussed topics, or temporarily exit the meeting.

PROGRESS OF CONFERENCE

1 **Dealing the Cards** Before the meeting, 2-7 cards are dealt to each member. The number of cards is determined by the results of the previous month's objectives, and the state of affairs in the members' country.

2 **Proposals** After the meeting begins, members state their proposals on the topics. You submit the Navy's proposal after all other members.

3 **Discussion** Using cards, the proposals are discussed.

4 **Decisions** At the end of the discussion period, if only one proposal remains, that proposal will be adopted. If there is more than one proposal, the leader of the meeting will take a vote. You must select a proposal to enter your vote. When you are voting on your own proposal, a proposal that is identical to yours, or when you have agreed with someone else's proposal, you will automatically vote for that proposal.

If a decision cannot be made after taking a vote, or if no proposals are submitted, the decision will be made at a later conference. (You will not participate in this conference.)

AGREEMENT AND APPROVAL

When a member submits a proposal that is identical to a previously submitted proposal, that member agrees with the other member's proposal. If a member does not REFUSE another member's UNIFY or DIRECT card, that member approves the other member's proposal. You cannot play the UNIFY, DIRECT, or PLEAD card on a member who agrees with or approves another member's proposal.

PLAYER'S CARDS

There are 8 types of cards used during meetings.

The numbers in parentheses show the amount of time used by playing each card. Cards that can be used are displayed in bright colors.

PLAN (1 MIN.)

Submit your proposal for the topic of discussion. Each member can make one proposal for each topic.

UNIFY (1 MIN.)

Ask all members to agree with your proposal. To refuse the UNIFY card, members must use a REFUSE card.

DIRECT (1 MIN.)

Persuade another member to agree with your proposal. To refuse the DIRECT card, members must use a REFUSE card.

PLEAD (1 MIN.)

Persuade another member to withdraw his proposal. To refuse the PLEAD card, members must use a REFUSE card.

REFUSE

Use this card to refuse a UNIFY, DIRECT, or PLEAD card.

PASS (1 MIN.)

Pass your turn to another member of your choice.

SLIDE (1 MIN. OR LESS)

Slide for time to shorten the discussion. The clock advances at random between 2 and 6 minutes.

EXTEND (+ RANDOM)

Ask to extend the discussion. The time will be extended at random from 3, 6, or 10 minutes.

PLAYER'S OPTIONS

You have the following options when it is your turn to state your proposal, or the PLEAD or UNIFY card has been presented to you by another member.

USE A CARD Select a card to play. Cards that can be used are displayed in bright colors.

DISCARD A CARD If you have no cards that can be used, or if you don't want to use a card, you may discard a card. Press Button B and choose the card to be discarded. Each time you use or discard a card, it will be replaced by another card.

HOLD When a UNIFY, DIRECT, OR PLEAD card is played, you may use a REFUSE card or not use any card. If you don't want to use a card, press Button B.

VIEW A PROPOSAL Press Button X and select a member's proposal.

VIEW DIRECTIONS Press Button X and select the Secretary to view the decisions that have been made.

EXIT TEMPORARILY Press Button X and select the exit to pass on a topic. The topic will be decided automatically, according to the discussion of the remaining members.

DRAFTING YOUR PROPOSAL

5 topics are discussed at the meetings: Foreign Affairs, Operation Goals, Budget Supplies, and the Draft.

FOREIGN AFFAIRS

Draft your nation's policy on alliances, parts, and declarations of war. Select a nation and your policy. Policies displayed in red may not be selected. To declare war or betray a part, you must also enter a date. Select INFO to view information on each nation (See page 57, Nations).

DECLARE WAR Declare war against a nation on the specified date.

REQUEST WAR PARTICIPATION Ask a neutral nation to join your side in the war.

MILITARY PACT Sign a military pact with a nation, and gain free access to its bases. The nation with whom you sign a pact cannot participate in battle.

AID PACT Sign an aid pact with a nation to draw a monthly income from its bases. The nation with whom you sign a pact cannot participate in battle.

PEACE TREATY Sign a peace treaty with a nation to occupy its bases and dismantle its military forces. After a peace treaty is concluded, the nation cannot participate in the game. Peace treaties cannot be broken.

NEGOTIATIONS Increase your level of Support with another country by holding friendly meetings. You must have adequate funds in your Foreign Budget.

BREAK MILITARY PACT/AID PACT Break a military pact or an aid pact. Your Support level with that country will decrease.

> **NOTE** The [illegible] and failure of parts and treaties depends on your Support level with other nations and your luck.

OPERATION GOALS

Define your [illegible] and the [illegible] Navy, Army, or both to lead the operation. You may [illegible] operation goals. If the previous month's goals have not been [illegible], you may continue pursuing those goals or establish new ones by selecting CANCEL.

To [illegible] a base from the Main At the Map, press Button X to select the Main Command ASSETS (See page 21). A [illegible] or one of the following commands.

FLEETS The locations of your fleets are displayed on the Main Map.

SUBMARINES The locations of your submarines are displayed on the Main Map.

BASES The [illegible] of bases is displayed as when you select the [illegible] BASE command. See page [illegible]. Select a base from this list to establish your goal.

GOALS View the goals that have been chosen.

MISSION

Select one of the following strategies for your objective.

OCCUPY Occupy the base or post with your land forces.

DESTROY Destroy the base factory and reduce its production capacity to 0. Even if the base is occupied, it will be destroyed.

DEFEND This mission is automatically selected when you select a base or post under your control.

BUDGET

Select a budget and enter the amount of money you will allocate. Press the Select Button to view a summary of expenditures. Allot your budget to the following items:

NAVY BUDGET Money used to finance the Navy.

ARMY BUDGET Money used to finance the Army.

FOREIGN BUDGET Money set aside for negotiations with foreign nations.

BASE BUDGET Money used to maintain the operation of your bases.

TECHNOLOGY BUDGET Money used to develop your nation's technology. After allocating your entire budget, decide whether or not you will allocate [illegible] for specific categories in the Technology Budget. The Technology Budget is divided into 5 parts: Espionage, Naval Technology, Aeronautics, Weaponry, and [illegible]. If you allocate less than 500, the technology in that category will [illegible]. Amounts exceeding 2500 do not have a greater affect on developing your technology.

GOVERNMENT BUDGET Money used for domestic needs. This affects your national GNP.

SUPPLIES

Distribute supplies to the Navy, Army, and nation. Choose one and enter the amount of supplies you will allocate. Press the Select Button to view a summary of the expenditures for Navy supplies.

NAVY Distribute the Navy's supplies to the bases with the Base Command. TRANSPORT (See page 34).

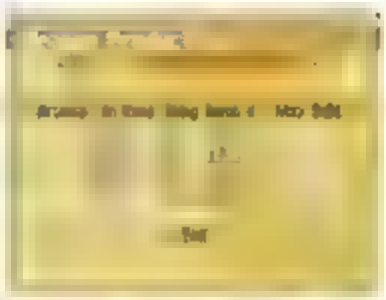
ARMY The Army's supplies will be automatically divided among the Army bases.

NATIONAL The amount of national supplies affects the national GNP.

DRAFT

Draft people for the Navy and Army. The U.S. has a fourth category, European Personnel. If you draft many soldiers for the Army or Navy, your national GNP will fall. When your national GNP decreases, your next month's income will also decrease. Press the Select Button to view information on the draft.

WEAPON PRODUCTION



ON HAND The current number of the Navy's supply of the arsenal.

BUILDING (BLDNG) The number currently in production.

BOMBED (BOMB'D) The number of damaged arsenal.

MAX BUILD The maximum number you may build for that arsenal.

Decide how many warships, submarines, transport ships, aircraft, and new warships the Navy will build. You must have an adequate amount of money and materials to build new weapons.

Press the Select Button to view the names of ships scheduled for production.

SHIPS

1. Select the type of ship you will build.
2. A list of ship classes will be displayed. Select a ship class.
3. Decide a name for the ship. Select YES to choose a name from the list, or CANCEL to create an original name.
4. Confirm that you want to build the ship. Select YES to execute your orders.

SUBMARINES

1. A list of submarine classes will be displayed.
2. Select a submarine. Your choice will be displayed.
3. Follow step 4 from Ships above.

Transport Ships (Trans)

1. Enter the number of ships you wish to build
2. Verify your number. Select YES to execute your orders.

Planes

There are many types of aircraft you can build. See page 56. Air Forces. You may open up to 2 production lines for every aircraft type. Active production lines will display the name of the aircraft in white. Inactive production lines will display the name of the aircraft in gray.

Aircraft-Active Production Lines

1. Select which aircraft you will build from the list of aircraft.
2. Confirm that you want to build the aircraft. Select YES and input the number of aircraft to be built. If you select CANCEL you will be asked to verify whether or not to stop the production line. To stop building, select YES. Stopping a production line will refund the number of reserve aircraft of that type to 0, and increase the Navy's supplies.

Aircraft-Inactive Production Lines

1. Select which aircraft you will build from the list of aircraft.
2. Confirm that you want to activate the production line. Input the number of aircraft to be built.

Aircraft - No Available Production Lines

1. Select which aircraft you will build from the list of aircraft.
2. You must stop a currently active production line to open another one. Select YES to stop a production line.
3. Select which production line you will stop.
4. Confirm that you want to stop the production line. Select YES, and input the number of aircraft to be built.

Colonial Warships

Design a new type of ship. Your nation's technology needs to reach a certain level to design new ships. You may build new ships in the following month by selecting the SHIPS or SUBMARINE command under Building Weapons in the conference.

A list of new warships will be displayed. If a ship can be designed, the ship's data will be displayed. Other ships will be displayed as "Incomplete Tech".

1. Select a warship to design.
2. The screen will switch to the New Warships Screen. Enter the data for the new ship's capabilities.
3. Enter a name for your ship.

Espionage

After the meeting, select three enemy bases to be infiltrated by your spies. You may review the data gathered by spies with the OPS: INTELLIGENCE SPY REPORT command (see page 19, Spy Report). You may also view the covered base data with the LIST BASE command (See page 17, List).

DATA AT A GLANCE

Air Forces

FLEET FIGHTER (FF)	Fighter aircraft capable of taking off and landing on a carrier.
LAND FIGHTER (LF)	Fighter aircraft designated to a base airfield.
FLEET BOMBER (FB)	Bomber aircraft capable of taking off and landing on a carrier.
FLEET ATTACK (FA)	Attack aircraft capable of taking off and landing on a carrier.
LAND ATTACK (LA)	Attack aircraft designated to a base airfield.
STRATEGIC BOMBER (SB)	Bomber aircraft designated to a base airfield.
NAVY SCOUT (NS)	Designed to search for enemy units. The success rate of detecting an enemy unit differs according to the cruising range, experience level, and number of aircraft.

EXPERIENCE (EXP) The experience level of the air forces. High experience levels are an advantage in battle.

POWER The attacking power of the aircraft. It affects attack and defense operations.

RANGE (RNG) The cruising range of the aircraft. It affects the search and striking ranges.

Army

BUDGET The amount of the Army's budget.

INFANTRY The number of reserve infantry units.

TANKS The number of tanks in the Army's reserve.

SUPPLIES The amount of the Army's supplies.

TRUCKS The number of trucks in the Army's reserve.

AIRCRAFT The number of aircraft (fighters, bombers, scouts, and tactical bombers) in the Army's reserve.

Nations

NAT. The name of the nation. AUS = Australia, CHN = China, ENG = England, JPN = Japan, SOV = Soviet Union, THA = Thailand, USA = United States

RELATION WITH JAPAN/USA The nation's relationship with Japan or the U.S.

SUPPORT (SUPP) The nation's support level with your country.

LEADER The name of the nation's political leader.

FOREIGN POLICY Your foreign policy for that nation. This is decided at the conference.

Navy

BUDGET The amount of the Navy's budget.

MARINES The number of reserve Marine divisions.

SUPPLIES The amount of the Navy's supplies.

TRANSPORT The number of transport ships in the Navy's reserve.

AIRCRAFT The number of aircraft (fleet fighter, fleet bomber, fleet attack, scouts) in the Navy's reserve.

Posts

Terrain The terrain of the post. The higher the natural defense barriers of the terrain, the less damage land forces will incur in an attack. The types of terrain from lower to higher defense barriers are:

Plains Forest Mountains Towns

Tanks

Barrel The caliber of the main guns. Displayed on a level of 1~4.

Armor The strength of the tank's armor. Displayed on a level of 1~4.

Warships

Armor (Armr) The strength of the ship's armor. If it become 0 the ship will sink.

Duty The delegated orders of the submarine or warship's fleet. MOVE=Move, SPLY=Supply, ENGE=Engage, STRK=Strike, SHEL=Shell, PTRL=Patrol, OCPY=Occupy, DFND=Defend, ATTK=Attack, LAND=Land, ASUB=Anti-submarine.

Experience (Exp) The experience level of the crew. High experience levels are an advantage in battle.

Flt.# Number of the fleet to which the ship belongs.

Materials (Mat'l) The amount of materials loaded on the ship.

Position (Pos.) The position of the submarine or warship's fleet.

Speed The maximum sailing speed of the ship in calm waters.

Trans1/Trans2 The number of transports in transport group 1 or 2.

Torpedo (Torp) The number of possible torpedo attacks. Re-supply your torpedoes with the SUPPLY command.

VSFlt The destructive power of the ship's guns. It affects the strength of attacks against fleets.

VSair The destructive power of the ships anti-aircraft guns. It affects the strength of attacks against air forces.

#Pl The number of planes that may be loaded on to the ship.

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